



DEAD BY DAYLIGHT™

HUNTRESS COSPLAY GUIDE

THE HUNTRESS

From a young age, Anna learned how to survive a harsh, solitary life in the northern woods. Living in such an extremely remote and dangerous area required skill and resilience. When sunlight became too dim for productive activities, her mother and she would take refuge in their house, a sturdy old cabin constructed to resist the toughest winters. Close to the hearth's warmth, Anna would rest in her mother's arms, surrounded by the few wooden toys and masks she had crafted for her. Drifting off to sleep with stories and lullabies, she dreamt happy dreams, ignorant of the events that would take away the one person in her life and change everything.

Still a child, Anna knew just enough about life in the frozen forest to survive. She followed her instincts and became one with the wild. She got older and stronger and practiced her hunt. As she grew into a dangerous predator, her humanity became a half-remembered dream.

Eventually she grew tired of small game and hunted more dangerous animals: unsuspecting travelers who came through her woods. She wore one of the animal masks her mother crafted for her so many years earlier to try to calm the frightened children. As years passed, villagers spread the legend of a half-beast lurking in Red Forest: The Huntress, who killed men and ate little girls.

MASK

FRONT VIEW



DETAIL

MASK

BACK AND SIDE VIEWS

RIGHT SIDE

LEFT SIDE

BACK

TOP VIEW



FACE

DETAILS

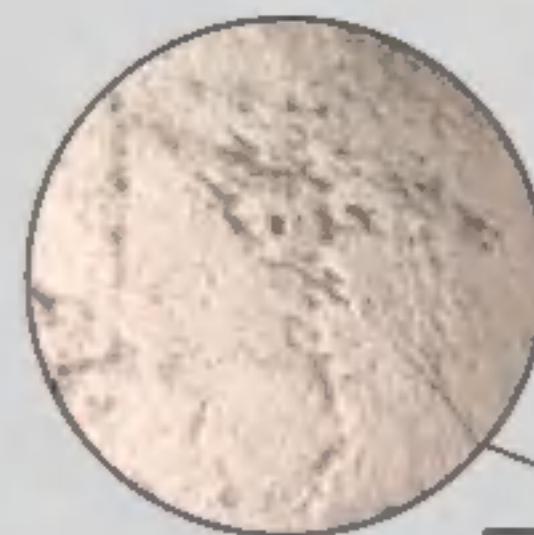
SCAR



DRIED BLOOD STAINS

BLACK EYES AND
BLACK MAKEUP
AROUND EYES

FROSTBITE



MADE OUT OF
PAPIER-MÂCHÉ

DIRT



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BODY



BODY



LEATHER
SUSPENDERS

LEATHER BELT
AND BAG

SILVER RING



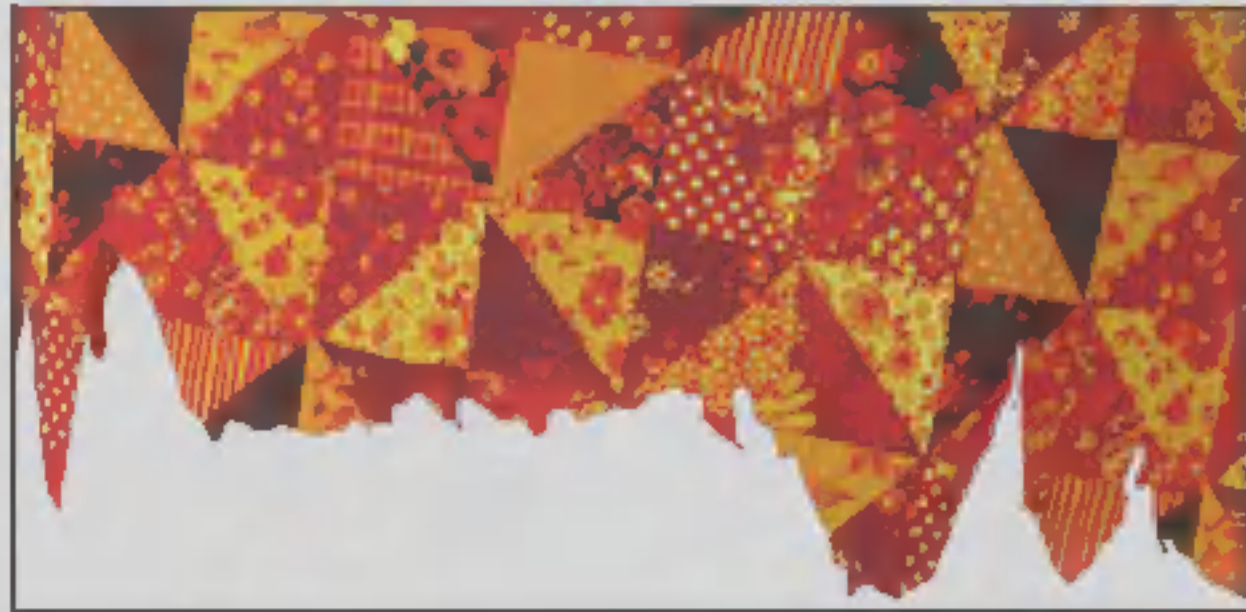
WHITE
COTTON
BANDAGES

BODY



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TEXTURES



BODY



BODY



WEAPON

SMALL AXE



WEAPON

BIG AXE





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